

CLAIMS

1. A device (1) having a user interface (3), a control unit (6) for controlling the operations of the device including changeable parameters (5) of the user interface and further having a game platform for running a game (2),
5 **characterised** in that the control unit (6) is adapted to change parameters (5) of the user interface (3) in dependence of user interface parameters (4) occurring in the game (2).
2. A device according to claim 1, **characterised** in that a theme with changeable
10 parameters is defined for the user interface (3) and at least one theme is associated with the game (2).
3. A device according to claim 2, **characterised** in that different parameters of one
15 theme are associated with different levels of the game (2).
4. A device according to claim 2, **characterised** in that at least one theme is
 associated with each level of the game (2).
5. A device according to claim 1 or 2, **characterised** in that different parameters
20 are associated with different scores of the game (2).
6. A device according to any one of claims 1 to 5, **characterised** in that the control
 unit (6) is adapted to change parameters (5) of the user interface (3) whenever
 the user interface parameters (4) in the game (2) are changing.
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7. A device according to any one of claims 1 to 5, **characterised** in that the control
 unit (6) is adapted to change parameters (5) of the user interface (3) when the
 game (2) is interrupted.
- 30 8. A device according to claim 7, **characterised** in that the control unit (6) is
 adapted to change parameters (5) automatically when the user exits the game
 (2).
9. A device according to claim 7 or 8, **characterised** in that the control unit (6) is
35 adapted to change parameters (5) by a user command.
10. A device according to claim 9, **characterised** in that the control unit (6) is
 adapted to be locked to by a user command to stop future changes of the
 parameters (5) of the user interface (3).

11. A device according to any one of claims 2 to 9, **characterised** in that the device (1) is adapted to save a changed user interface theme in a format that may be transmitted with a message to another device.
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12. A device according to any one of claims 5 to 11, **characterised** in that the device (1) is adapted to save a game score achieved by a user in a format that may be transmitted with a message to another device.
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13. A device according to any one of claims 2 to 12, **characterised** in that said theme includes a set of: picture settings comprising picture parameters such as colour, contrast, light intensity; picture objects such as shapes and sizes of icons, cursors, fonts and backgrounds; animation effects and bitmap shapes; sound settings comprising sound parameters such as bass, treble and volume; sound
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- objects such as signals and alarms consisting of sounds and melodies; as well as vibration settings comprising vibration parameters such as speed, amplitude and duration, said theme being associated with operations of the device (1).
14. A device according to any one of claims 1 to 13, **characterised** in that the user interface comprises a display (7) for showing information related to the operations of the device (1) by means of a graphical interface of the display.
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15. A device according to claim 14, **characterised** in that the user interface comprises a sound system (8).
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16. A device according to claim 15, **characterised** in that the user interface comprises a vibration element (9).
17. A device according to any one of claims 1 to 16, **characterised** in that the device (1) is a portable telephone, a pager, a communicator, a smart phone, an electronic organiser, a calculator or a positioning device.
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18. A method for providing a changeable user interface in a device (1) having a user interface (3), a control unit (6) for controlling the operations of the device including changeable parameters (5) of the user interface (3) and further having a game platform for running a game (2), **characterised** in that the control unit (6) receives game related data from the game (3) and uses said data in order to change parameters (5) of the user interface (3).
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19. A method according to claim 18, **characterised** in that a theme with changeable parameters is defined for the user interface (3) and at least one theme is associated with the game (2).
- 5 20. A method according to claim 19, **characterised** in that different parameters of one theme are associated with different levels of the game (2).
21. A method according to claim 19, **characterised** in that at least one theme is associated with each level of the game (2).
- 10 22. A method according to claim 18 or 19, **characterised** in that different parameters are associated with different scores of the game (2).
23. A method according to any one of claims 18 to 22, **characterised** in that
15 parameters (5) of the user interface (3) are changed whenever the user interface parameters (4) in the game (2) are changing.
24. A method according to any one of claims 18 to 22, **characterised** in that
20 parameters (5) of the user interface (3) are changed when the game (2) is interrupted.
25. A method according to claim 24, **characterised** in that parameters (5) are changed automatically when the user exits the game (2).
- 25 26. A method according to claim 24 or 25, **characterised** in that parameters (5) are changed by a user command.
27. A method according to claim 26, **characterised** in that the control unit (6) is
30 locked by a user command to stop future changes of the parameters (5) of the user interface (3).
28. A method according to any one of claims 19 to 27, **characterised** in that a changed user interface theme is saved in a format that may be transmitted with a message to another device.
- 35 29. A method according to any one of claims 22 to 28, **characterised** in that a game score achieved by a user is saved in a format that may be transmitted with a message to another device.

30. A method according to any one of claims 19 to 29, **characterised** in that said theme includes a set of: picture settings comprising picture parameters such as colour, contrast, light intensity; picture objects such as shapes and sizes of icons, cursors, fonts and backgrounds; animation effects and bitmap shapes; sound settings comprising sound parameters such as bass, treble and volume; sound objects such as signals and alarms consisting of sounds and melodies; as well as vibration settings comprising vibration parameters such as speed, amplitude and duration, said theme being associated with operations of the device (1).
31. A game module loadable into a device (1) having a user interface (3), a control unit (6) for controlling the operations of the device (1) including changeable parameters (5) of the user interface (3) and further having a game platform for receiving and running a game (2) associated with said game module, **characterised** in that the game module is adapted to transmit game related data from the game (2) to the control unit (6) in order to change parameters (5) of the user interface (3) in dependence of user interface parameters (4) occurring in the game (2).
32. A game module according to claim 31, **characterised** in that a theme with changeable parameters is defined for the user interface (3) and at least one theme is associated with the game (2).
33. A game module according to claim 32, **characterised** in that different parameters of one theme are associated with different levels of the game (2).
34. A game module according to claim 32, **characterised** in that at least one theme is associated with each level of the game (2).
35. A game module according to claim 31 or 32, **characterised** in that different parameters are associated with different scores of the game (2).
36. A game module according to any one of claims 31 to 35, **characterised** in that the game module is adapted to command a change of parameters of the user interface (3) whenever the user interface parameters (4) in the game (2) are changing.
37. A game module according to any one of claims 31 to 35, **characterised** in that the game module is adapted to command a change of parameters (5) of the user interface (3) when the game (2) is interrupted.

38. A game module according to any one of claims 31 to 37, characterised in that said theme includes a set of: picture settings comprising picture parameters such as colour, contrast, light intensity; picture objects such as shapes and sizes of icons, cursors, fonts and backgrounds; animation effects and bitmap shapes; sound settings comprising sound parameters such as bass, treble and volume; sound objects such as signals and alarms consisting of sounds and melodies; as well as vibration settings comprising vibration parameters such as speed, amplitude and duration, said theme being associated with operations of the device (1).
39. A computer program product loadable in a device (1) and comprising software portions for implementing a game module as defined in any one of claims 31 to 38.
40. A computer readable medium having a program product recorded thereon, wherein the program product comprises software portions for implementing a game module as defined in any one of claims 31 to 38.